

Sonic

the comic

starring

SONIC
THE HEDGEHOG™



**SONIC
PIN-UP**

**PJ AND
DUNCAN
GO SNOW-
BOARDING!**

SHINOBI!

**SONIC'S
WORLD!**

KNUCKLES BUSTER?

CYBERNIK'S GREATEST HIT!

**NEW
COMPLETE
STORY**

e p
STC3
Archives

CONTROL Zone



Your online guide to the sensational world of Sega and
Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Welcome to another fun-filled issue of your favourite read. Want to find out what tantalising treats lie ahead, then read on ... Trouble abounds for **Sonic** in part 2 of **Disaster!** There's more all out action in **Shinobi**, not to mention the conclusion to **Sonic's World**. Plus there's trouble brewing in **STC's** complete special story **Knuckles versus The Cybernik**. Extra Sega-sational surprises include a v-rooming good **Sonic Drift Racing Pin-up**, plus sporty Boomers will find the **Sega Snowboarding** feature a cool read!

The countdown lessens for **STC 53's** 2nd birthday issue. Brimming with delights such as the brand new **Sparkster** series, there's also the start of a new **Knuckles** story called **Chaotix**. It's all change prize-wise with the **Graphic Zone** and **Speedlines**, plus there's a chance to win an excellent **Sonic & Knuckles** denim jacket and Mega Drive games! So, don your party hats and get ready for **STC's** great birthday bash next issue.

Megadroid

- Managing Editor: Richard Barker
- Editor: Deborah Tate
- Designer: Gary Knight
- Assistant Editor: Audrey Wong
- Covers: Carl Platt
- Publisher: Rob McManamy

PERSONALITY CRISIS!

Study the photo's below and you'll notice that two Boomers are doing their very best impersonations of Sega characters. One shares more than a passing resemblance to **Shorty** from **Sonic's World**, while the other is striking that all-so-familiar cool dude pose! In your own time, you decide which is which ...

↓ Danny Cleal, Enfield, Middlesex.
Sonic Badge Winner.



↑ David Osley, Slough, Berks. MS owner.
Sonic Badge Winner.

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The Sega Charts

All the chart action for all the Sega systems
- in every issue of **STC**.



CHARTS
COMPILED
BY
GALLUP

MEGA DRIVE

- 1 ROAD RASH 3
- 2 FIFA SOCCER '95
- 3 ETERNAL CHAMPIONS
- 4 PGA EUROPEAN TOUR GOLF
- 5 MICRO MACHINES 2
- 6 THE LION KING
- 7 WINTER OLYMPICS
- 8 JIMMY WHITE'S WHIRLWIND SHOOTER
- 9 TOEJAM AND EARL 2
- 10 SONIC AND KNUCKLES

MEGA-CD

- 1 GROUND ZERO TEXAS
- 2 PITFALL
- 3 MICKEY MANIA
- 4 FIFA INTERNATIONAL SOCCER
- 5 BRUTAL: Paws of Fury
- 6 WOLFCHILD
- 7 SEWER SHARK
- 8 REBEL ASSAULT
- 9 SONIC CD
- 10 SNATCHER

MASTER SYSTEM

- 1 SONIC THE HEDGEHOG 2
- 2 DESERT SPEED TRAP
- 3 ROBOCOP V TERMINATOR
- 4 ROAD RASH 2
- 5 SONIC CHAOS
- 6 DESERT STRIKE
- 7 SENSIBLE SOCCER
- 8 THE LION KING
- 9 STAR WARS
- 10 DONALD DUCK

GAME GEAR

- 1 ROAD RASH
- 2 WINTER OLYMPICS
- 3 JAMES POND 2 - ROBOCOP
- 4 MICKEY MOUSE 2
- 5 SONIC THE HEDGEHOG 2
- 6 DESERT SPEED TRAP
- 7 COSMIC SPACEHEAD
- 8 ASTERIX AND THE SECRET MISSION
- 9 SONIC CHAOS
- 10 SONIC THE HEDGEHOG

SONIC

THE HEDGEHOG

Disaster!

PART 2

Script:
NIGEL KITCHING
Arts:
RICHARD ELSON
Lettering:
ELIZA FULL

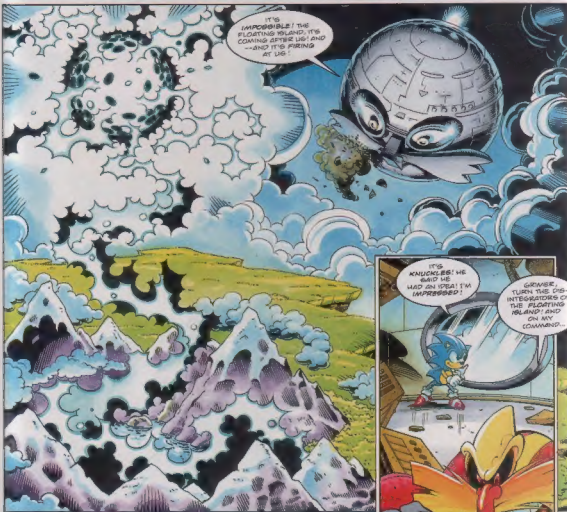
IT'S FINALLY HAPPENED! DOCTOR ROBOTNIK HAS LAUNCHED HIS ULTIMATE WEAPON - THE DEATH EGG!

AND NOW FULLY POWERED BY THE STOLEN MASTER EMERALD DOCTOR ROBOTNIK PREPARES TO EXACT HIS FINAL REVENGE ON SONIC - THE DESTRUCTION OF THE ENTIRE EMERALD HILL ZONE!

FOR REAL THIS TIME, DOOMBERS! -Magister



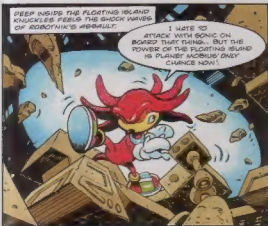






DEEP INSIDE THE FLOATING ISLAND
KNUCKLES FEELS THE SHOCK WAVES
OF ROBOTNIK'S ASSAULT.

I HATE TO
ATTACK WITH SONIC ON
BOARD THAT THING... BUT THE
POWER OF THE FLOATING ISLAND
IS PLANET MOBIUS' ONLY
CHANCE NOW!



WITHOUT
THE MASTER EMERALD
IT'S GOING TO TAKE TIME
TO BUILD UP THE POWER
FOR ANOTHER
ATTACK...

I JUST
HOPE I'M GOING
TO LIVE LONG
ENOUGH TO TRY
IT!

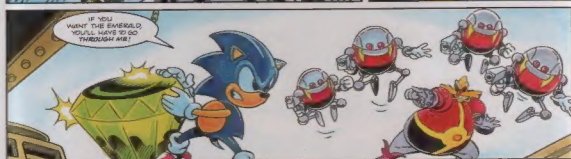


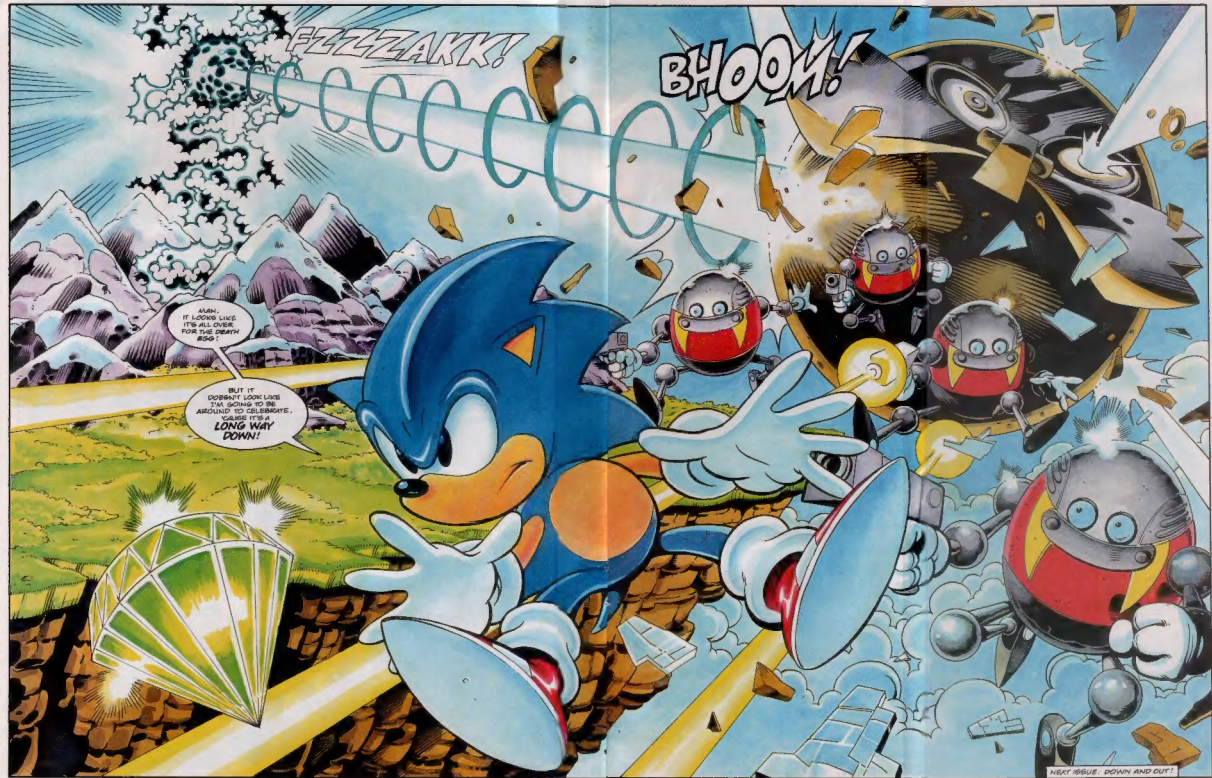
HAHAHA-
HAHAH!

IT'S OVER,
SONIC... THE FLOATING
ISLAND IS FINISHED...
KNUCKLES IS FINISHED...
THE EMERALD HILL ZONE
IS FINISHED!

**YOU'RE ALL
FINISHED!**







SEGA SNOWBOARDING

Dec and Ant, otherwise known as PJ and Duncan, hit the slopes!



As you lounge around on such a fine spring day(?) think back to that teeth chattering time you humes call winter. O.K., now think **Snowboarding**, the sport which hails from California that's like surfing, skateboarding and skiing in one. Well, it's hardly surprising that the coolest of software video gamers, **Sega**, decided to get involved in the fastest growing winter sport ever, by sponsoring the top snowboarders in the U.K. Hence the **Sega 32X Professional Snowboarding Team** was born.

Sega invited some well known 'faces' to spend a day on the slippery slopes at the Team's favourite training spot, The Snowdome (the only snow-filled indoor slope in Europe). Among those who accepted the invitation were two well known faces from the world of pop music. Armed with a camera crew, **PJ and Duncan** arrived to do some

filming for the BBC's *Live and Kicking*. They proceeded to hit the slopes and the snow, and judging by the evidence, spent most of their time testing out the padding! No doubt their TV show, *Ant and Dec*, is more of a success!

After some coaching, **Ultimate Kaos** proved to be unstoppable and were





Ultimate
Kaos sporting
the ultimate
hi-tech gear!



Stiltskin got rumpled!



Professional snowboarder, Neil McHabb,
demonstrates some forward thinking!

soon cruising the snow with the best of them, proving just how easy snowboarding can be.

Stiltskin, the band behind 'that' Levi's commercial guitar solo, ended up at the bottom of the slope covered in snow.

North London lad, Normski, was also there to present a special edition of Channel 4's *Board Stupid*. When Normski wasn't riding the slopes with the professionals, he could be found checking out the hot new games on Sega's superb 32X. Sounds like an ideal way to spend some time 'chilling' out!



Team member, Steve
Bailey, on ice!



Normski
takes
control
once
again!

REVIEW Zone

Enter the zone that brings you reviews of the latest games. Reviews are written by Paul.



Brian Lara Cricket is a game designed to appeal to the cricket enthusiast. If you're a fan that participates as a spectator, here's your chance to

experience the game without breaking into a sweat! Like most sports sims you have a number of gameplay options, including new match, test series and match settings - the latter allowing you to completely customise the game.

Opting for new match, which starts a single game, is probably your best bet for getting used to the range of batting and bowling moves. Once you've picked your team and players you can get straight into the action. Your first attempts at batting will almost certainly be a struggle and selecting the right shot can be difficult. However, **Brian Lara Cricket** aims to give you realistic gameplay, so this is to be expected. Once you get used to the controls you'll be able to pull off all shots from cover drives to leg glances.

As the bowler, you or the computer have five seconds to place a small black oval which indicates where the ball will be pitched. You have three types of bowler - fast, swing and spin - and you'll find going for an all-out speed attack costs you the element of surprise. Start by setting the fielders on automatic until you have grasped the finer points of stopping a boundary.



RATING SYSTEM	
under 40% = Yawnsville	70 - 80% = Fun City
40 - 70% = Normalville	80 - 90% = Big Time City
	Over 90% = Mega City

Once you take control, a star appears at the feet of the fielder closest to the ball. Picking up the ball is automatic, but chucking it to the right end is down to you.



Like most sports sims, particularly those recreating long duration games, **Brian Lara Cricket** is much more fun played with or against a friend. As this is a game which offers a real-time perspective, playing solo can be lonely and a bit unexciting. Sound and graphics are pretty basic, comprising mostly of green fields, blue skies, white kits and polite applause. Familiarising yourself with the controls comes with practice, and in time you will pull off shots like Brian Lara himself.

All in all, it's not a brilliant conversion, although it's a nice alternative to the more familiar soccer, golf and standard sims. For cricket non-enthusiasts it will almost certainly be both dull and largely unintelligible. That said, as a cricket lover I found it quite absorbing. I was glad of the battery back-up which meant I could return to a game in progress. Better still, I had the pleasure of bowling Brian Lara for a duck at our first encounter.



FAST LAX	
PUBLISHER CODEMASTERS	PRICE £39.99
GRAPHICS	
.....	70
SOUND	
.....	65
PLAYABILITY	
.....	78
RAWES	GRAVES
.....
OVERALL	
.....	73%

SHIIIIIIIIII!

SO THE OLD MAN HAS
BEEN TEACHING YOU HIS OLD
MAGIC TRICKS? I WILL DO
YOU NO GOOD AGAINST MY
EARTH POWER

Shinobi

POWER OF
THE ELEMENTS

YOU ARE STRONG
BUT STRENGTH IS NO
USE AGAINST THE EBB
AND FLOW OF MY
WATER POWER

JOE MUSASHI'S OLD INEMIES, THE
FOUR ELEMENTS, NOW WORK FOR
THE YAKUZA. HAVE THEY? THE
DOCTOR MIGHT BE MUSASHI'S NEW
FOE. END THE ROOFWALKERS
WITH SAVAGE AND COLD POWERS

SHIKK!

THE
STAR
IS
GONE

A SHINK
WITH A SWIRLED
KIMONO-TRAIL

WHOOSH

THE
STAR
IS
GONE
KIMONO-TRAIL

YOUR
STAR
IS
GONE
THE
STAR
IS
GONE
YOU
CAN'T
KILL
IN
FOREVER

YOUR
STAR
IS
GONE
THE
STAR
IS
GONE
YOU
CAN'T
KILL
IN
FOREVER

THE
CROSSING
ALAN
MAY 1982

WAZ
KUMMA

MY POWER
WNT HOLD SOFT
CTUS ID

GUANN W
WNT AHEAD
WHAT ABOUT W

WNT
WNT
WNT

WHAMM!





POISON HAND
TECHNIQUE?



DEPART FROM
ME WITHIN
THE HOUR



TENSEI



SPECIAL
COMPLETIST
STORY

KNUCKLES™

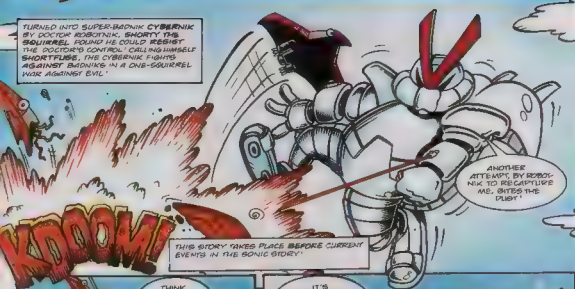
VERSUS
THE CYBERNIK

Script
LEW STRINGER

Art
DANIEL MONTAGNA

Lettering
ELIYTA FELL

TURNED INTO SUPER-BADNIK CYBERNIK BY DOCTOR ROBOTNIK, SHORTY THE SQUIRREL FOUND HE COULD RESIST THE DOCTOR'S CONTROL! CALLING HIMSELF SHORTFUSE, THE CYBERNIK FIGHTS AGAINST BADNIKS IN A ONE-SQUIRREL WAR AGAINST EVIL!



THIS STORY TAKES PLACE BEFORE CURRENT EVENTS IN THE SONIC STORY!

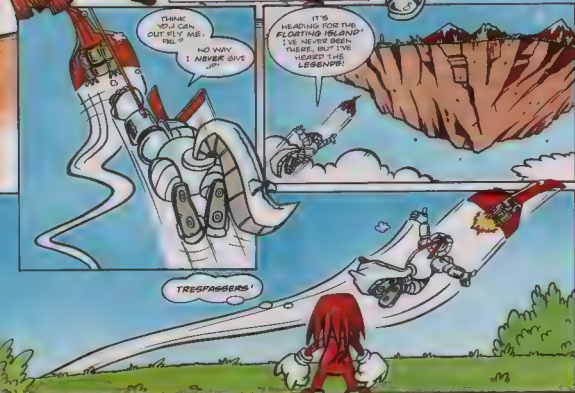
ANOTHER ATTEMPT BY ROBOTNIK TO RECAPTURE ME. GIVES THE DUST!

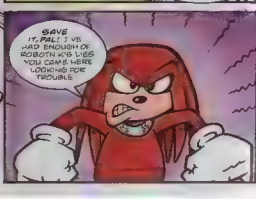
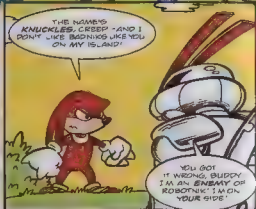
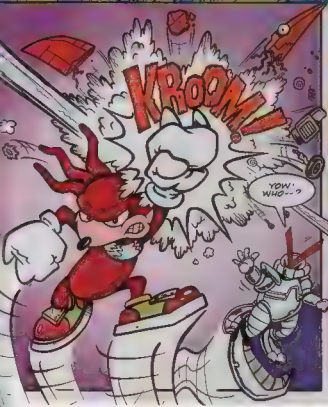
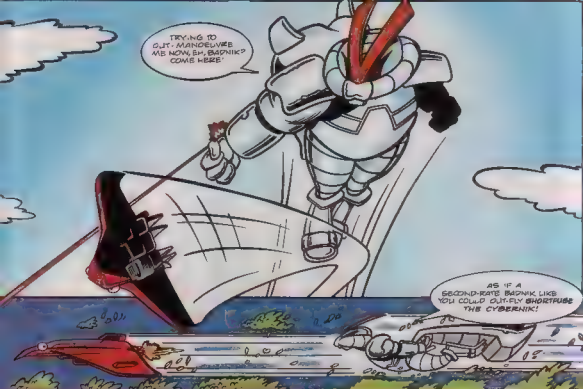
THINK YOU CAN OUT FLY ME, FEL?

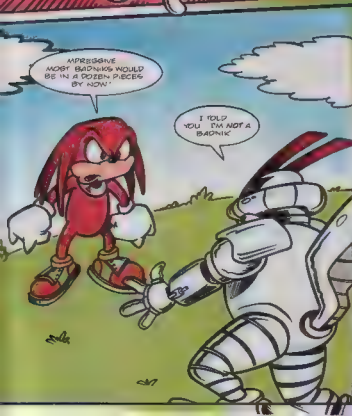
NO WAY I NEVER GIVE UP!

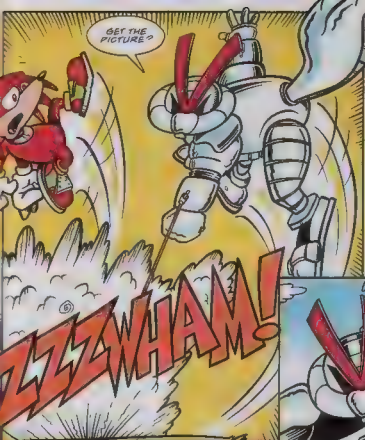
IT'S HEADING FOR THE FLOATING ISLAND! I'VE NEVER BEEN THERE, BUT I'VE HEARD THE LEGENDS!

TRESPASSERS!









GET THE PICTURE?

ZZZWHAM!

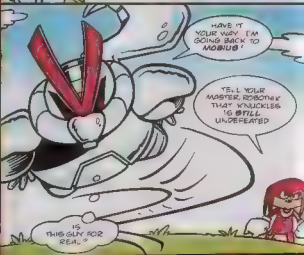


NOT QUITE CAPE TO DEAN ME A DIAGRAM?

WHAM STUBBORN DUDE EH?

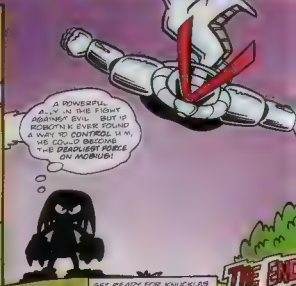
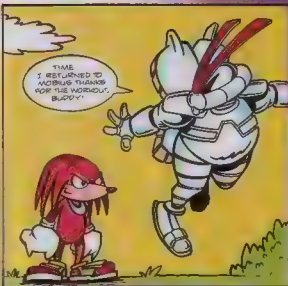
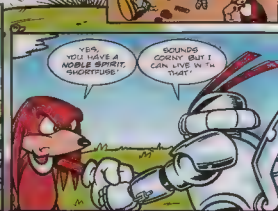
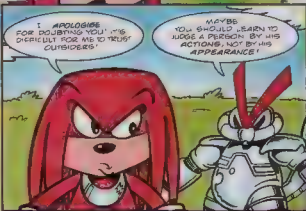
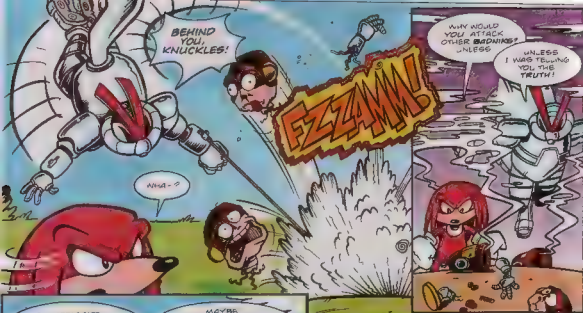


HEY THOSE BADNIKS ARE GOING AMBUSH KNUCKLES HE DOESN'T SEE THEM!



IS THIS GUY FOR REAL?





THE END

Q Zone

Durham's Darling, David Gibbon reveals more level secrets in the conclusion to Earthworm Jim.

EARTHWORM JIM

SPECIAL

The CONCLUSION



LEVEL FIVE - LEVEL FIVE

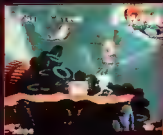
The biggest level in the game, Level Five consists of four rounds plus a secret hidden level to find

Head right, jump up and hop across the Electro Magnets. While on the last magnet, swing right by grabbing hold of the hook with your whip. Continue right, then up. Hit the red and white target with your whip, then head back to the start. Go up, then right and into a round cage. Once out of the cage, head right and up, using more Electro Magnets. On reaching the top, head right

and stand on a red transporter which takes you to round

three.

Follow the logical route on the conveyor belts. Each time Jim



loses his suit, make sure you always meet up with it at the end. Once at the very top series of platforms, head right to the next transporter.

ROUND THREE:

Using the conveyor

belts, head to the bottom of the level. On the way, you'll reach a series of magnets. Climb to the very top, then drop down at the far right, left, left, right and right. Once at the very bottom, head right.

HAZARDS

ELECTRO MAGNETS: There are two kinds of magnet:

one is a set of two small balls that fire

electricity at each other, the second is a

series of large balls. Both have a set

rhythm, so before you know it you'll be

able to time your jumps perfectly!

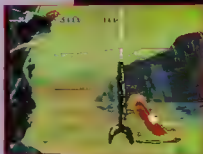
Don't hang around too long otherwise

you'll get a nasty electric shock!

ROUND CAGE (ROUND ONE): While in the

cage a series of baddies will attack you. Get

ready to fire at them as soon as they appear. This should, hopefully, get you through.



ATTACKING EYES: Quickly

shoot any attacking eyes.

New fire at the nearby

monkey to stop anymore

attacking you.

PROFESSOR MONKEY FOR

A HEAD (ROUND THREE):

Shoot him repeatedly and

he'll run away, for the time

being at least!

CHICKEN (ROUND THREE + FOUR): While dodging the

chicken's eggs, jump up and whip the target to drop

bombs on him. Repeat to win. In the next round you must

try and keep out of his way while firing at him. Twenty or

more hits will get rid of him!

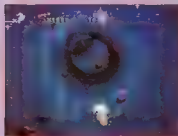
HINTS

HIDDEN LEVEL (ROUND ONE): When you're standing

just below a black square with red dots, jump into it and

you'll be transported into a secret level entitled Who

Turned Out The Lights?





LEVEL SIX - FOR PETE'S SAKE

This level is simple in theory, but difficult in practice. At all times, try and keep ahead of Pete the puppy. When you see a gap, you must get behind Pete and whip him over to the next platform. If he falls, he'll turn very nasty, swallow you and spit you out at an earlier point in the level!

LEVEL SEVEN - INTESTINAL DISTRESS

First, go up the tube. Then follow the logical route. When you come to a dead end while standing on a dark blue platform to the far left of the screen, jump off the edge and fall down to a lower platform. Again, follow the obvious route to end.

HAZARDS

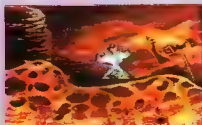
MOVING OBSTACLES: Explore this level very slowly because around every corner you'll find either floating fish or some sort of control obstacle such as rolling barrels. Timing is vital. Move only when you can either jump over, or walk under the obstacle safely.

DOC RUDDENUM: Keep as far away from the Doc as possible. When he jumps at you, open fire, and when he jumps again quickly run to the other end of the screen and repeat to win.

LEVEL EIGHT - BUTTVILLE

Yes, it's finally the last level. If you've managed to get here, then you deserve a big pat on the back. Buttville is played over two rounds:-

ROUND ONE: If you don't lose a few lives here, then you're a genius! This level sees Jim free falling down a sort of maze, filled with energy sapping spikes and



baddies. Keep to the far left all the way, and have your gun ready to shoot any roaming nasties!

The final round! Make your way along the obvious path until you reach the final boss.

HAZARDS

These are featured throughout round two. After you've killed some nearby bees, fire repeatedly at the hive until it drops.

Yellow eyes mean a plant is about to spring. Don't get too close or it'll bite your legs off! From a distance, jump up and whip the plant's head.

THE QUEEN

The final boss is in two parts

When you're standing on a moving platform at the bottom of the level, repeatedly jump up and whip the Queen's tail. While jumping, watch you don't land on any spikes.

Head left, jump across and onto the second moving green platform. As you move on an anti-clockwise direct on, fire at the Queen's head. Repeat to win (hopefully).

TOP TIP

Two important points to remember are that Jim can swing on hooks with his whip, and he can fly like a helicopter. If you're stuck and there are some nearby hooks, these will almost certainly be the answer as to where to go next. If you come to a place where Jim needs to cross a large section, try jumping, then repeatedly press C to make Jim hover along. This usually does the trick!

SONIC'S WORLD

FACE FROM THE PAST PART 2

Script:
KEW STRINGER
Art:
BARRY ANDREWS
Lettering:
ELIYTA FELL

SOMEONE CLAIMING TO BE SONIC'S LONG-LOST TWIN BROTHER HAS BEEN RESCUED BY THE FREEDOM FIGHTERS BUT SONIC HAS DOUBTS ABOUT THE CHARACTER

TONIC
RAN OFF UPSET
BECAUSE YOU WOULDN'T
BELIEVE HIM. WHY ARE
YOU SO STUBBORN
SOMETIMES?

"'CAUSE
I KNOW I DON'T
HAVE A BROTHER.
I'M UNIQUE
REMEMBER?"

B-BUT HE LOOKED
SO MUCH LIKE YOU!

YEAH, WHICH MEANS
THAT HE OR SHE MUST
BE A SHAPE-SHIFTER! AND THERE'S
ONLY ONE BAD DUDE I KNOW WITH
POWERS LIKE THAT

...METAMORPHIA!

YOU
FOLLOWED ME AND
SAW ME CHANGE INTO
MY TRUE FORM, YA LG
NOW YOU DIE!

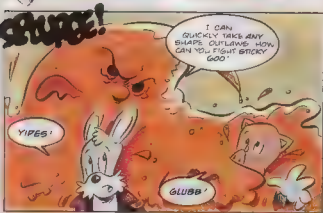
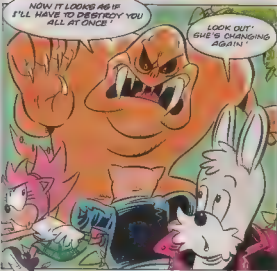
HELP!
ANYBODY
HELP!

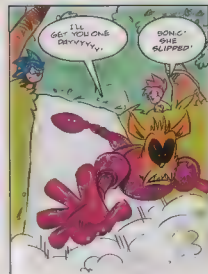
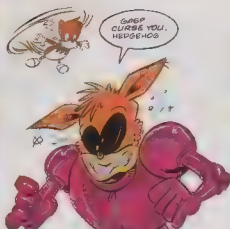
*LAST SEEN IN S/W NP 31: Megadroid

UUGHH!

FWOOOSH!

I'LL
HELP, BUDDY
BUT I'M NOT JUST
ANYBODY!





LATER, IN GRIMER'S LAB
ABOARD THE DEATH EGG...

...AND AS THE
ODDS WERE AGAINST ME,
I LEAPT INTO THE WATERFALL,
TOOK THE FORM OF A FISH,
AND SWAM TO SAFETY!

ISN'T SHE
FABULOUS,
DOCTOR? SO
RESOURCE-
FUL!

BUT SHE
STILL FAILED,
GRIMER!

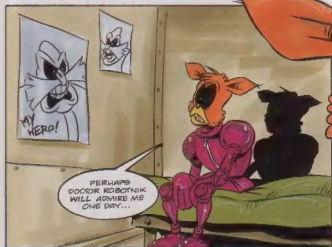
I ALLOWED
YOU TO CREATE THIS
SHAPE-SHIFTING... THING
SO IT WOULD DESTROY
SONIC! IT WAS FAILED
ME THREE TIMES
NOW!

S-SONIC
ISN'T EASY TO
DESTROY... AS YOU'VE
FOUND OUT YOURSELF
MANY TIMES,
DOCTOR!

YOU DARE
TO COMPARE YOUR
FAILURES WITH MY...
SETBACKS, YOU
LITTLE...!

DOCTOR!
NO!

I- I'M
SORRY I FAILED
AGAIN, DOCTOR! I
WANTED TO SUCCEED
... BECAUSE I
ADORE YOU!



SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Sonic Feast!

Dear STC,

Will there be any more Sonic games released on the Game Gear and Mega Drive, as they're the only ones I like playing?

Jamie Harrington, Brighton.

GG/MD owner.

Sonic Water Fun Game Winner.



Sonic Drift Racing is available on the Game Gear, Jamie. However,

further news on Sonic/Sonic-related games, is hush-hush at the moment!

Amy! 'Where's yer trousers?'



Richard Atkinson, Gainsborough, Lincs.
Sonic Water Fun Game Winner.

Gotcha!

Dear Megadroid,

I am very disappointed with STC's David Gibbon. The reason being that the Earthworm Jim and Lion King cheats in issue 48's Q Zone didn't work! For your information, the correct Lion King cheat should be as follows: Go to the option screen and press right, a, a, b, start.

'Game Guru' Jonathan Harris, London. GG/MD owner.
Sonic Water Fun Game Winner.



You'll be pleased to know, Jonathan, that Mr Gibbon has since been marched to the nearest cage and is currently eating his words.

PRIZE ALERT

WAVE GOOD-BYE TO THESE SONIC WATER FUN GAMES, BOOMERS AND CHECK OUT THE NEW PRIZES AVAILABLE FROM STC'S NEXT ISSUE (INCLUDING GRAPHIC ZONE).

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's well!

The **Sonic Water Fun Game** is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 01703 872267.



Jet-packs at the ready - Sparkster zooms into STC 53!



↑ Simon Medhurst, Long Eaton, Nottingham.
GG owner. Sonic Water Fun Game Winner.

In The Red!

Dear STC,

I am a big Knuckles fan and was wondering if your publishers would consider a KTC (Knuckles The Comic)?

Daniel Staples, Kent (Send in full address). MD owner.
Sonic Water Fun Game Winner.



That'll give the humes-who-think-they're-in-charge something to think about, Dan. In the meantime, the red-dreaded one returns next issue for the start of an exciting 6 part series called Chaotix!

HAPPY BIRTHDAY TWO YOU!



**NEW
STORY**

**KNUCKLES
RETURNS!**

**NEW
SERIES**

SPARKSTER!

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DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9NG

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 52

OF **STC?**

%